

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-13 (Canceled)

14. (Currently Amended) A gaming apparatus, comprising:

a display unit;

a value input device;

a touch screen unit including:

a configurable clock generator to generate a clock signal having a configurable clock frequency, the configurable clock generator having an oscillator, a phase locked loop coupled to the oscillator, and a configurable frequency divider coupled to the phase locked loop;

a sinusoid generator coupled to a plurality of electrodes of a touch screen for generating a plurality of sensed signals indicative of signals flowing from the plurality of electrodes, and coupled to the configurable clock generator, the first sinusoid generator adapted to generate ~~[[a]]~~ first and second sinusoidal signals having ~~a frequency~~ frequencies based on the clock frequency, wherein the first sinusoid signal can be generated at 90 degrees out of phase with the second sinusoidal signal;

a plurality of sensors coupled to the plurality of electrodes and configured to:

receive both the sensed signals and the first and second sinusoidal signals, wherein the first sinusoid signal is 90 degrees out of phase with the second sinusoidal signal; and

generate, based on the first and second sinusoidal signals, modified sensed signals indicative of signals flowing from each electrode of the plurality of electrodes as modified by the first and second sinusoidal signals; and

a touch position calculator coupled to the plurality of sensors adapted to generate an estimate of a touch position based on the modified sensed signals as affected by the first and second sinusoidal signals [[.]];

a main controller operatively coupled to the display unit, the value input device, and the touch screen unit, the main controller comprising a main processor and a main memory operatively coupled to the main processor,

the main controller being programmed to receive value input data via the value input device,

the main controller being programmed to cause the display unit to generate a first game display relating to one of the following games: poker, blackjack, slots, keno or bingo,

the main controller being programmed to receive player input data via the touch screen unit,

the main controller being programmed to determine a value payout associated with an outcome of the game.

15. (Original) A gaming apparatus according to claim 14, wherein the main controller is further programmed generate the estimate of the touch position based on estimates of amplitudes of the sensed signals.

16. (Original) A gaming apparatus according to claim 14, wherein the main controller is further programmed to control the configurable clock frequency of the configurable clock generator.

17. (Original) A gaming apparatus according to claim 14, wherein the touch screen unit comprises a touch screen controller operatively coupled to the main controller, the touch screen controller comprising a touch screen processor and a touch screen memory operatively coupled to the touch screen processor, the touch screen controller being programmed to generate the estimate of the touch position based on estimates of amplitudes of the sensed signals.

18. (Original) A gaming apparatus according to claim 14, wherein the touch screen unit comprises a touch screen controller operatively coupled to the configurable clock generator, and the main controller, the touch screen controller comprising a touch screen processor and a touch screen memory operatively coupled to the touch screen processor, the touch screen controller being programmed to control the configurable clock frequency of the configurable clock generator.